

METHOD AND APPARATUS FOR CONTROLLING A THREE-DIMENSIONAL CHARACTER IN A THREE-DIMENSIONAL GAMING ENVIRONMENT

Abstract

A method for allowing a player of a video game to control a three-dimensional game character in a three-dimensional game world includes the steps of acquiring video image data of a player of a game, analyzing the acquired video image data to identify the location or movement of a portion of the player's body; and using the identified location of the portion of the player's body to control behavior of a game character.